

Winfred van Heerebeek

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the basics:

- 10 years of experience in Games & CG, 8 shipped titles.
- Wide variety of roles and interests, with the skillset to show for it.
- Analytical, problem solving, interdisciplinary, and not afraid of code.
- Leadership, production, agile, and mentoring experience.
- Native in English and Dutch, decent in German and Spanish.



the bullet points:

skills:

- Visual Storytelling / Narrative Design
- Rigging / Tech. Art
- Tool / Pipeline Development
- Scripting
- Modeling / Texturing
- Animation
- Production
- Pre-vis
- (Realtime) VFX
- Motion Graphics
- Compositing
- Video Editing
- Writing / Copy Editing

tools:

- Autodesk Maya (MEL, MentalRay, Vray)
- Python
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Unity
- Unreal (UE4)
- Blueprint
- Fusion
- Perforce

education:

- Bachelor in Film, specializing in Interactive Media & Visual Effects. Netherlands Film & Television Academy 2005 - 2009

jobs:

- Junior artist, W! Games (2008 - 2009)
- Marketing artist, W! Games (2009 - 2010)
- Artist, Vanguard Games (2010 - 2014)
- Freelance Animator, Big Pixel (2012)
- Senior artist, Vanguard Games (2014 - 2015)
- 3D artist, Gamehouse (2015 - 2017)
- Guest lecturer games / project supervisor, NFTA (2015-2016)
- Lead tech. Artist, Gamehouse (2017 - 2018)

shipped titles:

- HAWKES (animated short, 2009)
- Greed Corp (console/mobile, 2010)
- Gatling Gears (console, 2011)
- Halo: Spartan Assault (console/mobile, 2013)
- Halo: Spartan Strike (console/mobile, 2015)
- Fabulous Angela's Fashion Fever (mobile, 2016)
- Fabulous Angela's Highschool Reunion (mobile, 2017)
- Fabulous Angela's Wedding Disaster (mobile, 2018)